Leo Burke

burke.leo@gmail.com 913-945-0544
Portfolio: www.unicodeunicorn.com

Skills: *Web Development***,** *Game Design, Level Design, Scripting, Programming*
Languages: Javascript, C#, Ruby ,Java, C++, Actionscript 3
Web Technologies: Node.js, Angular, Express, Ruby On Rails, PostgresQL, MongoDB
Software: Unity3D, Microsoft Excel, Photoshop, Blender.
Other Skills: Illustration, Graphic Design, 3D modeling, Writing.

Work Experience
General Assembly - Web Development Immersive 7/18/2016 - Present
> -Full stack web development in an intense multi-week study period
> -Created web apps with Ruby on Rails, Express, Node.js, and other technologies
> -Languages used include Javascript and Ruby

Microsoft/Turn 10 - Product Designer - Forza Motorsports 11/5/2015 - 3/7/2016
> **Shipped Projects: Forza Motorsports: Porsche Expansion DLC, NASCAR Expansion DLC**
> -Responsible for creation of track related assets and features using proprietary editing tools.
> -Programmed designer tools to assist with content creation related tasks (C#)
> -Pitched key features for unannounced game to management

Popcap - QA Analyst- Bejeweled Blitz, Plants Vs Zombies 2 1/5/2015 - 11/5/2015
> Lead Engineer for company hackathon (C#, Unity 3D)
> Performed QA testing and test case creation for Bejeweled Blitz and Plants Vs Zombies 2
> Gathered requirements and created test cases for off site test team

Glu Mobile - Associate Game Designer - Deer Hunter 2014 2/14/2014 - 12/5/2014
> -Designed, scripted, and shipped 10 monthly content updates for Deer Hunter 2014.
> > ~20% gain in daily revenue after each release.
> -Created mission level layouts and whiteboxes using Unity3D.
> -Modeled and tuned complex game systems using Excel.
> -Analyzed live data and player feedback to continually optimize existing game experience.
> -Contributions include initial concepts, original content creation using existing resources, level whiteboxes, mission layouts & scripting, and weapon creation.
> -Worked directly with Art and QA teams for every release.
> -Designed, pitched, Implemented and shipped new game features to improve customer acquisition, engagement and/or monetization
> -Pitched new game concepts to management.

Glu Mobile - QA Tester 12/6/2013 - 2/14/2014
> -Performed QA testing for Deer Hunter 2014 live content.
> -Assisted with the development of 2 Releases prior to being hired as Game Designer

Independent game developer 6/1/2010 - Present
> -Created several small games with Unity3D, C# and AS3
> -Participated in numerous game jams. (Molyjam 2013, Ludum Dare 48)
> -Rapid prototyping and a short turnaround time (48 hrs - 7 days)

Personal Projects:
   The Tower Inverted - November 2015 (Unity 3D) Featured on PC Gamer and killscreendaily.com
   Press E To - November 2014 (Unity 3D) Featured on Kotaku, Rock Paper Shotgun, and killscreendaily.com
   776-778-780 - March 2014 (Unity 3D) Featured on PCGamer and killscreendaily.com
   Scarred - July 2013 (Unity 3D) - Featured on Freeindiegam.es

Red Meat Games - **Game programmer - Unity 3D:** 3/1/2013 - 11/30/2013
   -Game Design, Gameplay & GUI Programming using C#
   -Integration with social media APIs (Facebook, Twitter)

Sprint Nextel - **Software QA Engineer** 9/1/2012 - 9/5/2013
   -User Acceptance Testing (UAT) for sprint.com
   -Manual regression testing on existing sites
   -Test Planning and Execution
   -Device validation for sprint.com's mobile site

Hit The Sticks LLC - **Game Programmer** *7/1/2011-11/30/2011*
   -Designed and programmed in-game UI system using Java.
   -Game FX Design and implementation. Scripted in-game effects using JRuby.
   -Wrote custom GLSL shaders for in-game effects.
   -Worked with artist to design and implement in-game visual effects.
   -Used GIT for source control.

Education:

Web Development: General Assembly: Seattle, WA
   July 2016

Game Design: Johnson County Community College: Olathe, KS
   Degree awarded: 8/2010. Dean's List.

Computer Systems Management: Kansas State University: Salina KS
   Degree awarded: 8/2008.